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1 Commit phase in timestamp-based stm

◆ Rui Zhang, Zoran Budimli•, William N. Scherer, III
June 1998   SPAA '08: Proceedings of the twentieth annual symposium on Parallelism in algorithms and architectures
Publisher: ACM

Full text available: 📄 pdf(379.04 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 8, Citation Count: 0

Timestamp-based Software Transactional Memory (STM)validation techniques use a global shared counter and timestamping of objects being written to reason about sequencing of transactions and their linearization points, while reducing the number of unnecessary ...

Keywords: commit sequence, timestamp, transactional memory

2   Object identity as a query language primitive

Serge Abiteboul, Paris C. Kanellakis
September 1998 Journal of the ACM (JACM), Volume 45 Issue 5
Publisher: ACM

Full text available: pdf(291.50 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 98, Citation Count: 13

We demonstrate the power of object identities (oids) as a database query language primitive. We develop an object-based data model, whose structural part generalizes most of the known complex-object data models: cyclicity is allowed in both its schemas ...

Keywords: computable query, inheritance, object identity, object-oriented database, query language, regular tree, rule-base language

3   Principles of a reversible programming language

Tetsuo Yokoyama, Holger Bock Axelsen, Robert Glück
May 2008 CF '08: Proceedings of the 2008 conference on Computing frontiers
Publisher: ACM

Full text available: pdf(312.87 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 47, Downloads (12 Months): 47, Citation Count: 0

The principles of reversible programming languages are explicated and illustrated with reference to the design of a high-level imperative language, Janus. The fundamental properties for such languages include backward as well as forward determinism and ...

Keywords: backward determinism, fast fourier transform, inverse semantics, reversible computing, turing completeness

4   Code size reduction technique and implementation for software-pipelined DSP applications

Qingfeng Zhuge, Bin Xiao, Edwin H.-M. Sha
November 2003   ACM Transactions on Embedded Computing Systems (TECS), Volume 2 Issue 4
Publisher: ACM

Full text available: pdf(371.88 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 53, Citation Count: 3

Software pipelining technique is extensively used to exploit instruction-level parallelism of loops, but also significantly expands the code size. For embedded systems with very limited on-chip memory resources, code size becomes one of the most important ...

Keywords: DSP processors, Retiming, scheduling, software pipelining

5 Trace fragment selection within method-based JVMs

Duane Merrill, Kim Hazelwood
March 2008   VEE '08: Proceedings of the fourth ACM SIGPLAN/SIGOPS international conference on Virtual execution environments
Publisher: ACM
Full text available: pdf(413.33 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 11,   Downloads (12 Months): 53,   Citation Count: 0

Java virtual machines have historically employed either a "wholemethod" or a "trace" methodology for selecting regions of code for optimization. Adaptive whole-method optimization primarily leverages intra-procedural optimizations derived from classic ...

Keywords: JIT compilation, JVM, region selection, traces

6 Using simulation, data mining, and knowledge discovery techniques for optimized aircraft engine fleet management

Michael K. Painter, Madhav Erraguntla, Gary L. Hogg, Jr., Brian Beachkofski
December 2006   WSC '06: Proceedings of the 38th conference on Winter simulation
Publisher: Winter Simulation Conference
Full text available: pdf(373.53 KB)   Additional Information: full citation, abstract, references

Bibliometrics: Downloads (6 Weeks): 13,   Downloads (12 Months): 100,   Citation Count: 0

This paper presents an innovative methodology that combines simulation, data mining, and knowledge-based techniques to determine the near- and long-term impacts of candidate aircraft engine maintenance decisions, particularly in terms of life-cycle cost ...

7 On computing all abductive explanations from a propositional Horn theory

Thomas Eiter, Kazuhisa Makino
October 2007 Journal of the ACM (JACM), Volume 54 Issue 5
Publisher: ACM

Full text available: pdf(587.89 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 282, Citation Count: 0

Abduction is a fundamental mode of reasoning with applications in many areas of AI and Computer Science. The computation of abductive explanations is an important computational problem, which is at the core of early systems such as the ATMS and Clause ...

Keywords: Abduction, Horn theories, NP-hardness, characteristic set, dualization problem, enumeration algorithms, model-based reasoning, polynomial total-time computation, prime implicates, propositional logic, tractability

8 Retargetable compiled simulation of embedded processors using a machine description language

Stefan Pees, Andreas Hoffmann, Heinrich Meyr
October 2000   ACM Transactions on Design Automation of Electronic Systems (TODAES), Volume 5 Issue 4
Publisher: ACM

Full text available: pdf(4.06 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 85, Citation Count: 3

Fast processor simulators are needed for the software development of embedded processors, for HW/SW cosimulation systems, and for profiling and design of application-specific processors. Such fast simulators can be generated based on the machine description ...

Keywords: DSP processors, HW/SW cosimulation, compiled simulation, instruction set simulators, machine description languages, processor modeling and simulation, system-on-chip

9 An efficient register optimization algorithm for high-level synthesis from hierarchical behavioral specifications

Ranga Vemuri, Srinivas Katkoori, Meenakshi Kaul, Jay Roy
January   ACM Transactions on Design Automation of Electronic Systems
2002   (TODAES), Volume 7 Issue 1
Publisher: ACM

Full text available: 📄 pdf(571.24 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 5,   Downloads (12 Months): 61,   Citation Count: 1

We address the problem of register optimization that arises during high-level synthesis from modular hierarchical behavioral specifications. Register optimization is the process of grouping carriers such that each group can be safely allocated to a hardware ...

Keywords: Behavioral synthesis, hardware description languages, hierarchical specifications, high-level synthesis, lifecycle analysis, register optimization

10 Walking the tightrope: responsive yet stable traffic engineering

Srikanth Kandula, Dina Katabi, Bruce Davie, Anna Charny
October   ACM SIGCOMM Computer Communication Review, Volume 35 Issue 4
2005
Publisher: ACM

Full text available: 📄 pdf(489.56 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 23,   Downloads (12 Months): 99,   Citation Count: 7

Current intra-domain Traffic Engineering (TE) relies on *offline* methods, which use long term average traffic demands. It cannot react to realtime traffic changes caused by BGP reroutes, diurnal traffic variations, attacks, or flash crowds. Further, ...

Keywords: TeXCP, distributed, online, responsive, stable, traffic engineering

11 Walking the tightrope: responsive yet stable traffic engineering

Srikanth Kandula, Dina Katabi, Bruce Davie, Anna Charny
August   SIGCOMM '05: Proceedings of the 2005 conference on Applications,
2005   technologies, architectures, and protocols for computer communications
Publisher: ACM

Full text available: 📄 pdf(489.56 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 23,   Downloads (12 Months): 99,   Citation Count: 7

Current intra-domain Traffic Engineering (TE) relies on *offline* methods, which use long term average traffic demands. It cannot react to realtime traffic changes caused by BGP reroutes, diurnal traffic variations, attacks, or flash crowds. Further, ...

Keywords: TeXCP, distributed, online, responsive, stable, traffic engineering

12 Approximation algorithm for the temperature-aware scheduling problem

Sushu Zhang, Karam S. Chatha
November 2007   ICCAD '07: Proceedings of the 2007 IEEE/ACM international conference on Computer-aided design
Publisher: IEEE Press

Full text available: pdf(425.21 KB)   Additional Information: full citation, abstract, references

Bibliometrics: Downloads (6 Weeks): 20,   Downloads (12 Months): 159,   Citation Count: 0

The paper addresses the problem of performance optimization for a set of periodic tasks with discrete voltage/frequency states under thermal constraints. We prove that the problem is NP-hard, and present a pseudo-polynomial optimal algorithm and a fully ...

13 On randomization in sequential and distributed algorithms

Rajiv Gupta, Scott A. Smolka, Shaji Bhaskar
March 1994 ACM Computing Surveys (CSUR),   Volume 26 Issue 1
Publisher: ACM

Full text available: pdf(8.01 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 51,   Downloads (12 Months): 272,   Citation Count: 7

Probabilistic, or randomized, algorithms are fast becoming as commonplace as conventional deterministic algorithms. This survey presents five techniques that have been widely used in the design of randomized algorithms. These techniques are illustrated ...

Keywords: Byzantine agreement, CSP, analysis of algorithms, computational complexity, dining philosophers problem, distributed algorithms, graph isomorphism, hashing, interactive probabilistic proof systems, leader election, message routing, nearest-neighbors problem, perfect hashing, primality testing, probabilistic techniques, randomized or probabilistic algorithms, randomized quicksort, sequential algorithms, transitive tournaments, universal hashing

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